SETC Training Corporate Logo

JavaScript Training: Professional Dev for Apple Devices (IOSDEVJS, 4 jours)

Description

The course Professional JavaScript for Apple Devices (Java Training) convers the creation of IOS application created using HTML5 for mobile devices. The course covers the essentials of IOS development with HTML5 & CSS. The training also includes WebKit and libraries such as BackboneJS, NodeJS & AngularJS.

Tarifs

- Tarification: $3,750/person
- Rabais de 10% lorsque vous inscrivez 3 personnes.

Plan de cours

Introduction to HTML5 development for IOS

- Overview of development for IOS
- HTM5 vs native application
- Pure HTML5 vs WebKit HTML5
- Compatibility fallbacks
- Online Documentation

Structuring the Application

- Overview of an IOS application
- The HTML page
- CSS layout
- Dealing with screen size, orientation and ratio
- Handling automatic screen resize and rotation
- Managing zoom and browser decorations
- Controlling Webkit features

DOM Manipulation

- Understanding DOM manipulation
- The standard DOM API
- DOM event overview
- Using WebKit events

Managing Mobile Events

- Understanding IOS events
- Touch, multi-touch and gestures
- Touch vs Click
- Best practices

CSS3 and WebKit

- CSS3 introduction
- Finding Elements
- The new CSS3 rules
- WebKit extensions
- Fallbacks

Animation

- Understanding animations
- JavaScript vs CSS animation
- Using WebKit animations

Using WebKit transformations
Google Closure Tools
Understanding Google Closure
Optimizing JavaScript code
Verify JavaScript style
Using the Closure JavaScript library
Templating pages with Closure
Closure CSS extensions
Backbone.js
The need for Backbone.js
Creating models
Using the Backbone.js events
Connecting models to the view
Working with collections
Communicating with the server
Node.js
Understanding node.js
Creating a simple HTTP server
Responding to events
Working with files and streams
Deploying a node.js application
Calling Objective-C Code from JavaScript
Understanding native code vs JavaScript
Creating a sample Objective-C object
Calling an Objective-C method from JavaScript
Using the object from JavaScript
Best practices
Debugging and Performance Tuning
Tools of the trade
Debugging an application
Testing the performance
Testing for compatibility
Performance tuning